SHADOW UNICORN

Sociopathic and Scornful Forest Overlord

Habitat: Forest, Planar (Feywild, Shadowfell); **Treasure:** Any

According to legend, the first shadow unicorn was born as a result of the union between a unicorn and a nightmare. The stories say that the unicorn was lured into the mists of a corrupted forest by the nightmare under false pretence of seeking help. The unicorn's pride and vanity blinded him to the fact that he himself was growing corrupt with the prospect of power and importance that was offered. Eventually the nightmare would give birth to twins, the first shadow unicorns. Some say the twins killed their father, while others tell that their mere existence simply revealed to the unicorn how he had been corrupted, sending him into a spiraling madness with the realisation of his folly.

Shadow unicorns are always born in pairs, and while extremely rare, it is possible for one of the twin foals to be born as a true unicorn. Such individuals will inevitably grow up to be at odds with their shadow-suffused parents and siblings, if they manage to survive. Fortunately for these unicorns, their true nature is not apparent until they reach adolescence, whereupon their hair begins to take on the signature brilliant white coloration of a true unicorn. Many unicorns who are able to

escape around this time go on to be guardians of the forest in which they were raised, doing what good they can to subvert the shadow unicorn's dominance of the region.

SHADOW UNICORN LAIRS

Shadow unicorns dwell in spoiled forests, particularly where malevolent Fey creatures live.

The region containing a shadow unicorn's lair is changed by its presence, creating the following effects:

Obscuring Foliage. The unicorn and its allies have Advantage on Dexterity (Stealth) checks while within 1 mile of the lair.

Negative Energy. Whenever a creature within 1 mile of the lair regains Hit Points from a spell, it regains the minimum number of Hit Points possible. Additionally, living creatures have Disadvantage on Saving Throws made to resist curses within 1 mile of the lair.

Veil of Gloom. The area within 1 mile of the lair is shrouded in a perpetual gloom. Light sources of all kinds fail to increase the light level to anything beyond Dim Light. A spell of 3rd level or higher can temporarily overcome this effect, but the area will return to shadow when the spell expires.

If the shadow unicorn dies or moves its lair elsewhere, these effects end immediately.

Shadow Unicorn

Large Fiend, Neutral Evil

AC 13 **Initiative** +8 (18)
Hit Points 97 (13d10 + 26)
Speed 50 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR 18	+4	+4	**DEX** 14	+2	+2	**CON** 15	+2	+2
INT 11	+0	+0	**WIS** 17	+3	+3	**CHA** 16	+3	+3

Skills Deception +6, Stealth +8
Immunities Poison; Charmed, Effects that cause instant death without dealing damage, Paralyzed, Poisoned
Resistances Necrotic

Senses Darkvision 120 ft., Passive Perception 10
Language Abyssal, Elvish, Fiendish, Sylvan; telepathy 120 ft.
Challenge 5 (XP 1,800; PB +3)

Traits

Legendary Resistance (3/Day). If the shadow unicorn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The shadow unicorn has Advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The shadow unicorn makes one Hooves attack and one Accursed Horn attack.

Hooves. *Melee Attack Roll:* +7, reach 5 ft. Hit: 13 (2d8 + 4) Piercing damage.

Accursed Horn. *Melee Attack Roll:* +7, reach 5 ft. Hit: 10 (1d12 + 4) Necrotic damage.

Spellcasting. The shadow unicorn casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 14):

- At will: *Detect Evil and Good, Prestidigitation*
- 3/day each: *Searing Smite*
- 1/day each: *Bestow Curse, Fear, Pass Without Trace, Spike Growth, Word of Recall*

Bonus Actions

Shadow Stealth. While in Dim Light or Darkness, the shadow unicorn takes the Hide action.

Shadow Step. While in Dim Light or Darkness, the shadow unicorn teleports up to 60 feet to a location it can see that is in Dim Light or Darkness

Shadow Unicorn's Curse (3/Day). The shadow unicorn touches another creature with its horn and casts Inflict Wounds, Blindness Deafness, Hold Person, or Ray of Sickness on that creature, using the same spellcasting ability as Spellcasting.

Legendary Actions

Legendary Action Uses: 3. Immediately after another creature's turn, the shadow unicorn can expend a use to take one of the following actions. The shadow unicorn regains all expended uses at the start of each of its turns.

Charging Horn. The shadow unicorn moves up to half its Speed without provoking Opportunity Attacks, and it makes one Accursed Horn attack.

Unholy Shield. The shadow unicorn targets itself or one creature it can see within 60 feet of itself. The target gains 13 (3d8) Temporary Hit Points. If a creature hits the target with a melee attack roll before the end of the shadow unicorn's next turn, the creature takes 5 Fire damage. The shadow unicorn can't take this action again until the start of its next turn.

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